

**FIG. 1**

The diagram illustrates a VoIP/Real-time Communication Services Infrastructure, divided into four main functional areas by vertical dashed lines:

- NETWORK RESOURCES:** Contains a stack of three boxes labeled "NETWORK RESOURCE" (140).
- APPLICATION SERVERS:** Contains a stack of three boxes labeled "APPLICATION SERVER" (40).
- COMMON VoIP/REAL-TIME COMMUNICATION SERVICES INFRASTRUCTURE:**
  - On the left, a stack of four boxes: "MEDIA SERVER" (120), "MEDIA SERVER" (110), "CALEA SERVER" (110), and "E911 SERVER" (100).
  - In the center, a "CONVERGED IP/MPLS NETWORK" (10) connects various components.
  - On the right, a large "CALL CONTROL ELEMENT" (30) is connected to the network. It contains a "CALL ADMISSION CONTROL" (20) and a "SERVER BROKER" (60), both grouped under "NETWORK FUNCTIONS" (70). It also contains a "NETWORK ROUTING ENGINE" (80) and a "USER PROFILE ENGINE" (90).
  - Below the call control element is a "BORDER ELEMENT" (10) connected to the network.
  - At the bottom left, a "PEER NETWORK BORDER ELEMENT" (150) is connected to the network.
- ACCESS:** Contains three cloud shapes labeled "130" and one cloud shape labeled "160".

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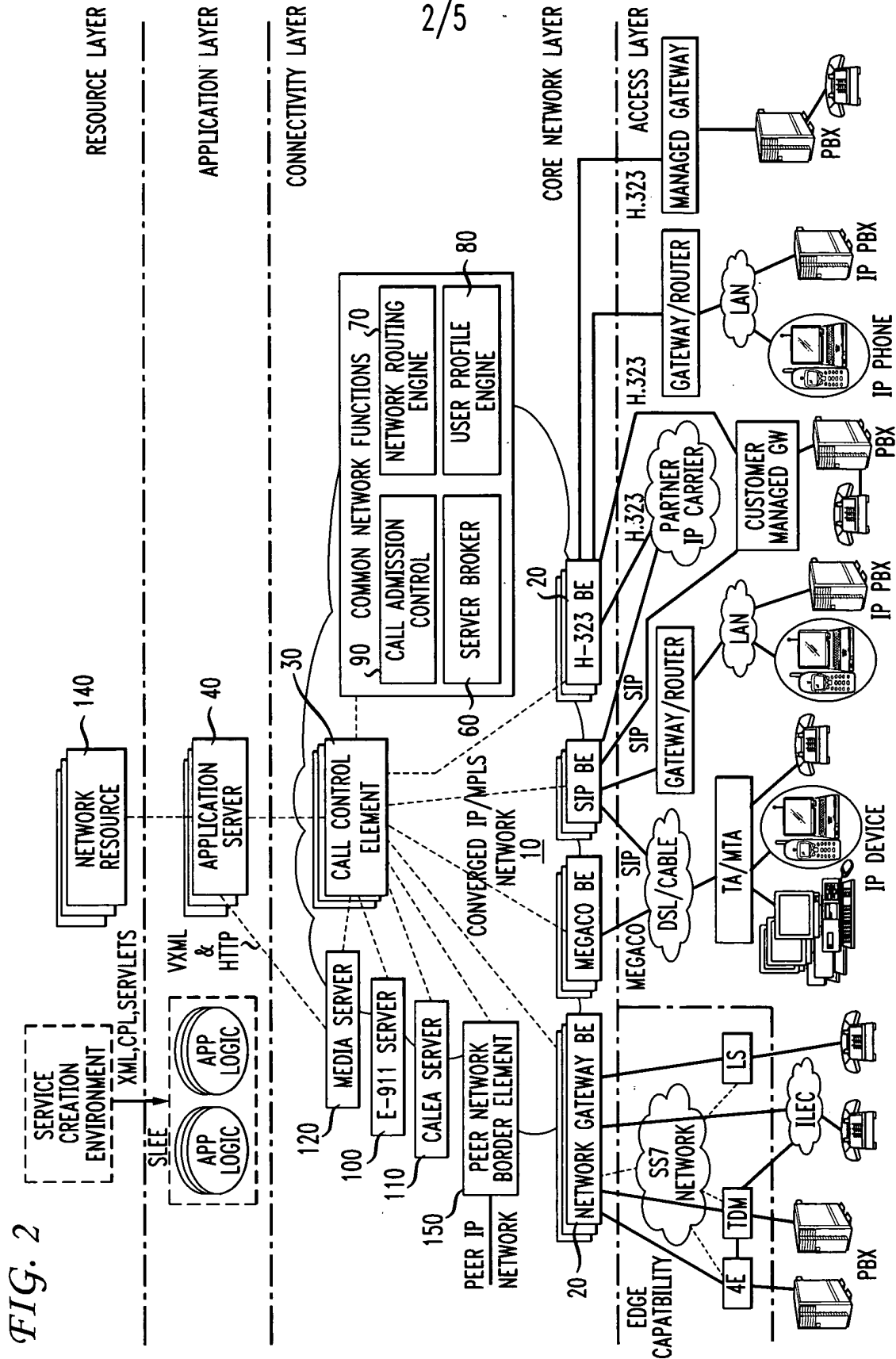


FIG. 3

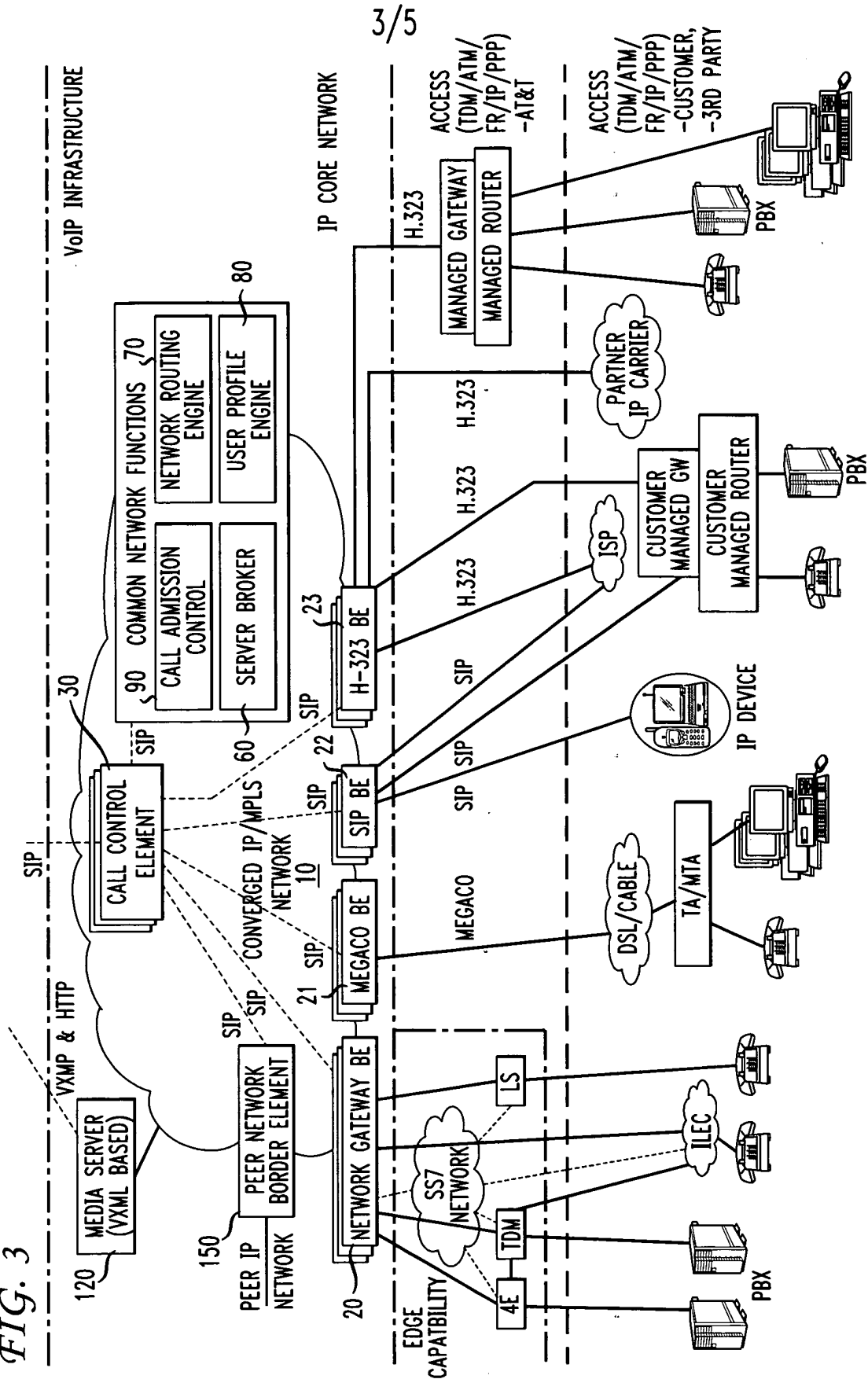
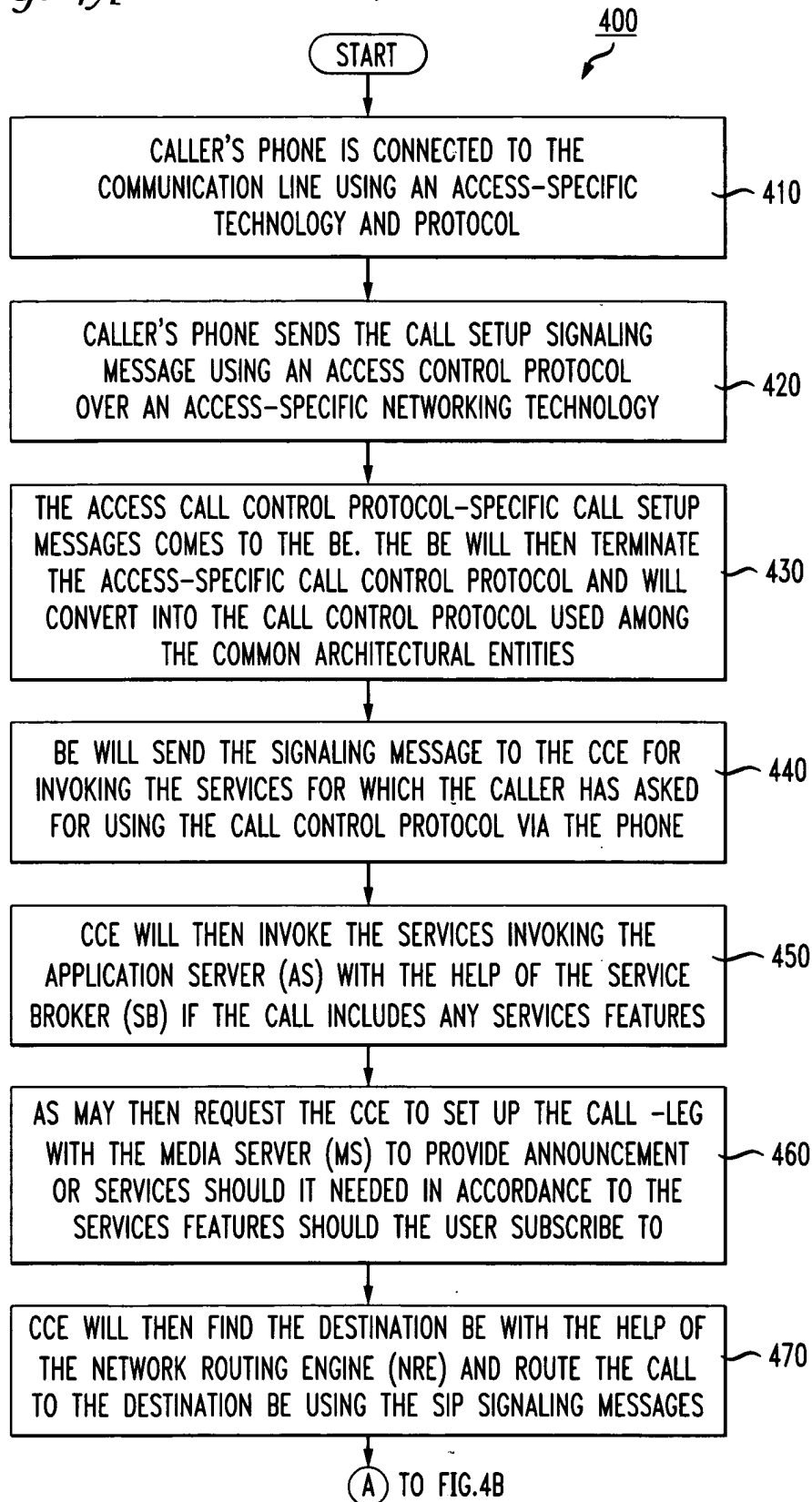


FIG. 4A

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*FIG. 4B*

